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1 1. A method for use with a computer system, comprising:  
2 receiving packets of at least two types; and  
3 transmitting packets of one type ahead of packets of another type.

1 2. The method of claim 1 wherein said two types of packets include security  
2 packets and non-security packets and wherein transmitting packets of one type ahead of  
3 packets of the other type involves transmitting non-security packets ahead of packets that  
4 are security packets.

1 3. The method of claim 1 including processing said packets in a first in first  
2 out memory.

1 4. The method of claim 1 including monitoring an input queue and fetching  
2 one type of packet to bypass another type of packet for transmission.

1 5. The method of claim 1 including bypassing packets that take longer to  
2 process in favor of packets that take less time to process.

1 6. The method of claim 1 including receiving packets to be transmitted in a  
2 first in first out memory, checking each packet to determine its security status, and  
3 providing a pointer to said packet based on its security status.  
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1 7. The method of claim 6 including organizing a plurality of packets in said  
2 first in first out memory as a linked list of packet blocks.

1 8. The method of claim 7 including marking each of said packet blocks in  
2 said first in first out memory as being either a security packet or a non-security packet.

1           9.     The method of claim 8 including marking packets as security packets or  
2 non-security packets depending on the attributes that are indicated in an internet protocol  
3 header associated with each packet.

1           10.    The method of claim 7 including processing a security packet in an  
2 authentication and security engine, and then providing a pointer that points to the security  
3 packet.

1           11.    The method of claim 10 including selecting between pointers to security  
2 packets and non-security packets for transmission of said packets from a network  
3 controller to a network interface.

1           12.    The method of claim 11 including selecting from among the pointers  
2 based on a round robin priority basis.

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1           13.    An article comprising a medium for storing instructions that cause a  
2 processor-based system to:  
3                    receive packets of at least two types; and  
4                    transmit packets of one type ahead of packets of another type.

1           14.    The article of claim 13 further storing instructions that cause a processor-  
2 based system to transmit non-security packets to be transmitted ahead of security packets.

1           15.    The article of claim 13 further storing instructions that cause a processor-  
2 based system to monitor an input queue and fetch one type of packet to bypass another  
3 type of packet for transmission.

1           16.    The article of claim 13 further storing instructions that cause packets that  
2 take longer to process to be bypassed in favor of packets that take less time to process.

Sub p. 14

1 17. The article of claim 13 further storing instructions that cause a processor-  
2 based system to receive packets to be transmitted in a first in first out memory, check  
3 each packet to determine its security status and provide a pointer to the packet based on  
4 its security status.

1 18. The article of claim 17 further storing instructions that cause a processor-  
2 based system to organize a plurality of packets in a first in first out memory as a linked  
3 list of packet blocks.

1 19. The article of claim 18 further storing instructions that cause a processor-  
2 based system to mark each of said packet blocks in said first in first out memory as being  
3 either a security packet or a non-security packet.

1 20. The article of claim 19 further storing instructions that cause a processor-  
2 based system to mark packets as security or non-security packets depending on the  
3 attributes that are indicated in an internet protocol header associated with each packet.

1 21. The article of claim 20 further storing instructions that cause a processor-  
2 based system to provide a pointer that points to a security packet.

1 22. The article of claim 21 further storing instructions that cause a processor-  
2 based system to provide pointers for non-security packets and to select between pointers  
3 to security packets and non-security packets for transmission of said packets.

1 23. The article of claim 22 further storing instructions that cause a processor-  
2 based system to select among pointers based on a round robin priority basis.

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1 24. A network controller for use with a computer system, comprising:  
2 a transmitter coupled to receive packets of at least two different types; and  
3 a dispatcher adapted to transmit packets of one type ahead of packets of  
4 another type.

1 25. The controller of claim 24 wherein said two types of packets are security  
2 packets and non-security packets.

1 26. The controller of claim 24 including a first in first out memory adapted to  
2 process said packets.

1 27. The controller of claim 26 including an input queue and a device adapted  
2 to fetch one type of packet to bypass another type of packet for a transmission.

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1 28. The controller of claim 27 including a device adapted to mark packets  
2 security packets or non-security packets in said first-in-first out memory based on  
3 attributes indicated in an internet protocol header associated with each packet.

1 29. The controller of claim 28 including an authentication and security engine,  
2 and a device adapted to provide a pointer that points to security or non-security packets.

1 30. The controller of claim 29 including a dispatcher that selects between  
2 pointers to security packets and non-security packets for transmission of said packets  
3 from said network controller to a network interface.